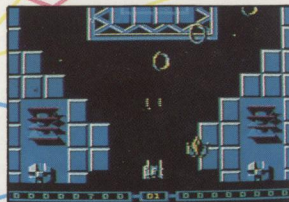
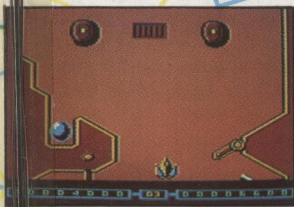
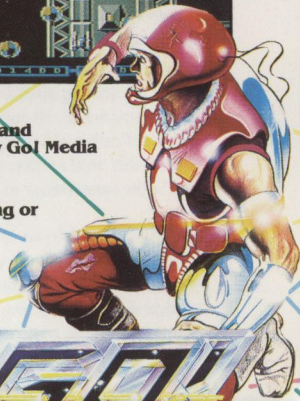


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Screen shots from CBM version



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# BEDLAM™

**En tant que cadet à l'Académie de Pilotes Stellar Imperium, vous avez peut-être cru que vous étiez un as; mais les instructions vous réservaient une surprise.**

**L'academie soumet ses Stagiaires à une épreuve finale: Le chasseur simulateur X12, connu simplement sous le nom de BEDLAM!**

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**Als Kadett an der Pilotenakademie das Stellar Imperiums haben Sie sich vielleicht gedacht, Sie seien etwas besonderes, aber dort hat man noch eine Überraschung für Sie. Die Akademie verlangt von ihren Anwärtern einen Abschlußtest: die Beherrschung des X12 – Jagdflugzeug – Simulators – genannt BEDLAM!**



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## LOADING INSTRUCTIONS

COMMODORE 64/128 CASSETTE: Press **SHIFT** and **RUN/STOP** keys together. Press **PLAY** on the cassette recorder.

### GETTING STARTED:

Joystick in port 1 – one player. Joystick port #2 – two player/dual play mode.

**KEYS:** **F1** – One Player. **F3** – Two Player. **F5** – Dual Play. **FIRE** button or **SPACE BAR** – Start Game. **RUN/STOP** – Pause. **T** – Toggles music and sound effects. **Q** – Quit current game. **COMMODORE** key – Restart where you left off in previous game.

## GAMEPLAY

There are 16 space station sections plus a special bonus formation stage as section 17. There are teleport entrances to 4 pinball machines hidden in various space stations. After completing all 17 sections the game continues with increasing difficulty.

## DUAL PLAYER MODE

This enables two players to play at the same time. These players cannot shoot each other but they can bounce each other around. If one player dies he cannot come back until the start of the next section or until the other player dies, whichever is sooner. Scoring and pickups are on a strictly first come, first served basis, however, the bonus for shooting an entire formation goes to the player shooting the last alien. Both players have a limited duration of invincibility. It is up to the two players entirely on whether they co-operate with each other or fight it out.

## SPACE STATION SURFACES

These can be very perilous as some objects such as force fields are both indestructible and dangerous. Avoid these at all costs. Radar and guns can be destroyed and it is in your own interests to destroy the guns as soon as possible. Revolving guns shoot in all directions. Colliding with pyramids will not destroy you but they will bounce your ship around out of control.

## ALIENS

Progressively formations become more complex as you go further through the game. Within these formations there are one or more safe spots from which you can shoot aliens without putting yourself directly in their path. However, this is made complicated by the surface objects of the space stations which will bounce your ship around or destroy it. Shooting entire formations is one of the major aims of BEDLAM. Not only do you receive a large bonus but you also get limited duration invincibility. It is therefore possible to remain invincible for quite a considerable time by clearing formations.

## MOTHERSHIP

After every fourth section this large, threatening alien will appear. You can only destroy it when its eyes are fully open. A large bonus plus limited invincibility is awarded if you achieve this. Occasionally the Mothership will be accompanied by formation aliens and/or homing missiles.

## MISSILES

There are two kinds, drifting and homing. Both are represented by eyeballs which constantly look at ships when activated. The drifters aim at your ship and launch with no deviation from their course. The homing missiles lock onto your ship and circle in toward you.

## PICKUPS

Hidden under many of the small pyramids scattered around the space stations are various items which may help you. First shoot the pyramids to uncover the items and simply fly your ship over them to pick them up.

**INVINCIBILITY (I):** This is achieved either by flying over an invincibility pickup or shooting an entire formation. The pickup will last longer. The level of invincibility you hold is indicated by how fast your ship is flashing. When it has almost stopped be careful as your invincibility is almost gone.

**MINE (M):** Flying over this pickup will give you a mine which becomes operative as soon as you press the trigger on your joystick. It is therefore wise to manoeuvre your ship without firing until the right moment to activate the mine arises. When activated the mine will wipe out all land installations as well as aliens and homing missiles.



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LIFE (L) : Picking this up will give you an extra life.

TELEPORT (T) : Passing over this will teleport you to a Pinball machine (see below).

## ***BONUS PINBALL GAMES***

Bedlam contains 4 Pinball machines, their entrances being hidden under certain small pyramids. Shooting these pyramids will uncover the Pinball teleports.

Once inside the pinball machine scoring opportunities abound. Virtually everything can be shot and there are bonuses galore. You will notice however, that the ship will be bounced around more and you may lose control quite often. The flippers scattered around are directly under your control if you release a pinball. When you press your trigger they will be drawn back and when you release the trigger they will be flipped.

The only peril associated with these worlds are the pinballs themselves and you can easily avoid these if you so desire. However, if that elusive high score is your goal then the pinballs are the way to accomplish it. When you see the characteristic pinball release mechanism all you need do is shoot it in. This will eject the pinball into the main machine. It will bounce off everything except the bottom of the screen. Your task is to keep it on screen by shooting it whilst at the same time trying to avoid being hit by it. While it remains on screen it should be scoring quite heavily for you.

Occasionally you will see holes or grabbers. Shooting a pinball into these will activate the scoring amplification circuit. Depending on the particular pinball machine you are in, all subsequent scores will be multiplied by either 2 or 10. This amplification will remain in effect for the rest of the pinball machine and for the entire next section of the game. In dual play the grabbed pinball will flash in the same colour as the ship of the player who shot it in.

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